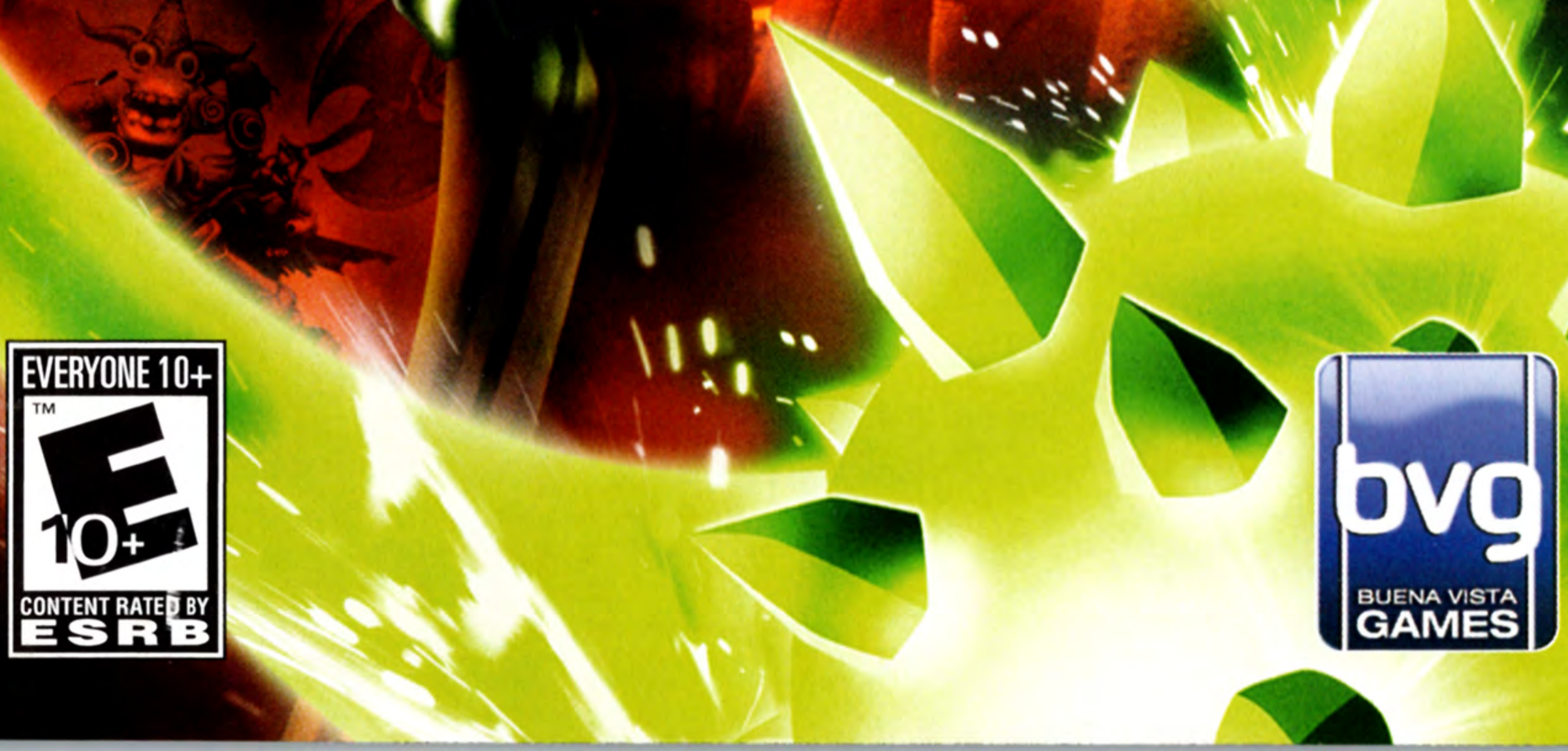
Tim Burton's The Nightmare Before Christmas

Oogie's Revenge



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

Tim Burton's The Nightmare Before Christmas

Oogie's Revenge

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Getting Started

** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the Tim Burton's The Nightmare Before Christmas™: Oogie's Revenge disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 or MEMORY CARD slot 2 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Controls

JACK

When Jack is dressed normally, his weapon of choice is the Soul Robber. You can damage targets by whipping them with the Soul Robber or by catching them and swinging them around. You can also hook it onto things and swing to new areas.

PUMPKIN KING L1

When Jack is the Pumpkin King, he can breathe fire and blow targets away with his Fire Bomb attack. Press L1 to return to Normal Jack.

SANTA JACK R1

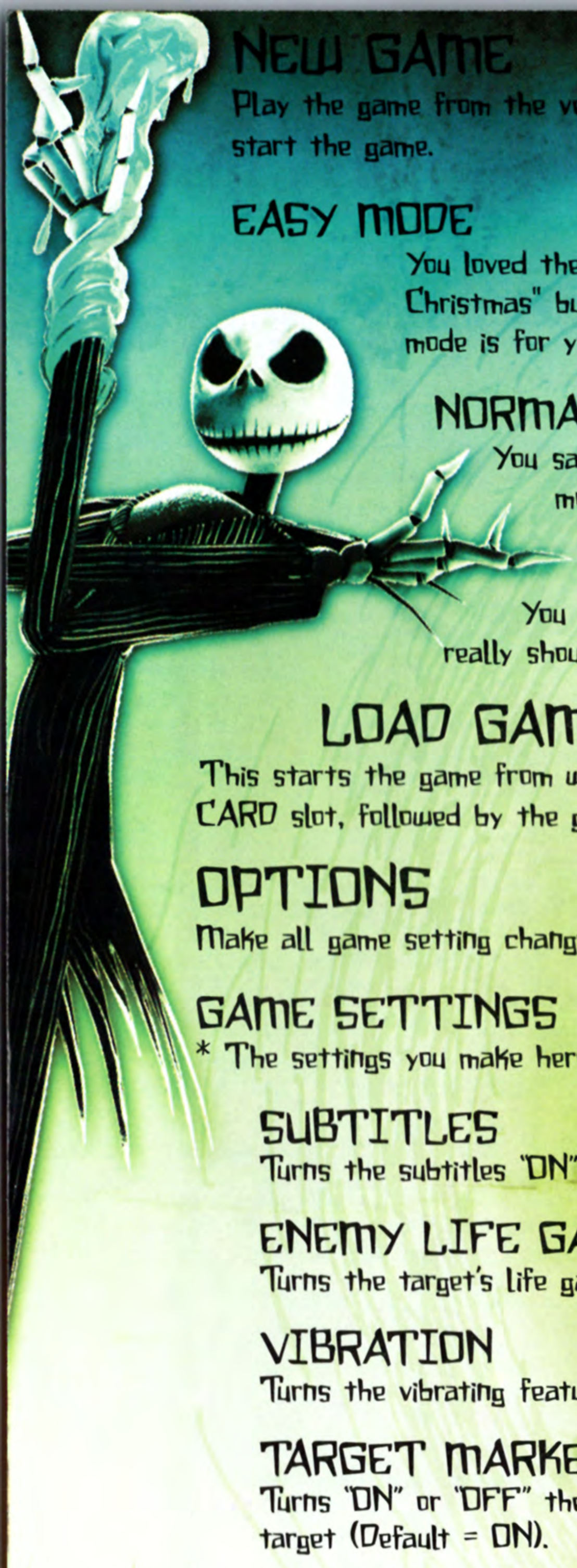
While dressed up as Santa Jack, he can attack enemies with Halloween Presents, which will distract, damage or reduce an enemy's status. Press R1 to return to Normal Jack.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

Basic Game Controls

Move Jack - Left Analog Stick
Menu Screen - START
Map - SELECT
Switch Costumes - R1 and L1
Special Powers for Each Costume - □ / △
Examine / Use Item - ×
Flip / Spin - ○
Whip Taunt - ↑↓←→
Target switching (MANUAL mode only) - R2

- This game is single player only.
- This game supports the analog mode and the vibration feature of the DUALSHOCK®2 analog controller.
- To use the vibration feature, turn on VIBRATION under OPTIONS (see page 4).
- You cannot use the ANALOG mode button to switch between the analog and digital modes. The controller will always be in analog mode (the mode indicator will be red).
- Please note that this game only supports controller port 1.
- This software is designed exclusively for the DUALSHOCK®2 analog controller. Its operation is not guaranteed for use with any controller other than the DUALSHOCK®2 analog controller.



NEW GAME

Play the game from the very beginning. Select your level of difficulty and start the game.

EASY MODE

You loved the movie "Tim Burton's The Nightmare Before Christmas" but you don't have much experience with games. This mode is for you.

NORMAL MODE

You saw the movie, and you also play games. Give this mode a try.

NIGHTMARE MODE

You loved the movie and you love playing games. You really should try this mode.

LOAD GAME

This starts the game from where you last saved it. Select the MEMORY CARD slot, followed by the game slot that you want to load.

OPTIONS

Make all game setting changes here.

GAME SETTINGS

* The settings you make here are saved with your saved game data.

SUBTITLES

Turns the subtitles "ON" or "OFF" (Default = ON).

ENEMY LIFE GAUGE

Turns the target's life gauge "ON" or "OFF" (Default = OFF).

VIBRATION

Turns the vibrating feature of the controller "ON" or "OFF" (Default = ON).

TARGET MARKERS

Turns "ON" or "OFF" the arrow marker that hovers above the current target (Default = ON).

WEAPON TARGETING

Switch the targeting settings between AUTO and MANUAL (Default = AUTO).
While in MANUAL mode, you can change the target by pressing R2.

CONTROLS

View a diagram of game controls.

SOUND SETTINGS

You can switch between three sound settings: MONO, STEREO, and "Dolby Pro Logic." Select "Dolby Pro Logic" in the SOUND SETTINGS screen, and you will be able to enjoy Surround Sound when you connect a supported system (such as an AV amplifier) to the DIGITAL OUT (OPTICAL) or AV MULTI OUT connector port of your PlayStation®2 system.

MUSIC/MOVIE VOLUME

Adjust the music and cut scene volume.

SE/DIALOGUE VOLUME

Adjust the sound effects and in-game dialogue volume.

BRIGHTNESS

Adjust the brightness of the TV screen.

SCREEN POSITION

If the picture is off center, use this to adjust the position of the display.

RESET GAME

Resets the game and returns you to the title screen. This option is only available during game play.

Game Details

Understanding the Screen

Pumpkin Gauge 1

This is Jack's remaining Life. When Jack takes damage, the Pumpkin Gauge decreases, and when it runs out, the game is over.

Targeting Arrow 2

This arrow will float over the closest object, enemy or character that Jack can attack or interact with. When in MANUAL targeting mode, press R2 to change the target. When in AUTO targeting mode, reposition Jack to change the target.

Souls 3

The total number of Souls collected. With the Souls you collect, you can buy useful things in the Witches' Shop.

!-Count 4

Whenever you taunt or scare the enemy, they will show their shock and anger by popping an exclamation mark (!) over their heads. Each time that you do this, you will earn a point. The more you earn, the higher your Nightmare Rank will be (see Nightmare Ranking).

Combos 5

Build up combos by continuously attacking enemies. The more combos that you make, the higher your Nightmare Rank will be (see Nightmare Ranking).

Red Souls 6

The number of Red Souls you have available. The player needs Red Souls for Pumpkin Jack's fire attacks.

Blue Souls 7

Collect these from fallen enemies to temporarily boost the Soul Robber's power. Access the ITEM menu to use a Blue Soul. Jack can only hold up to five Blue Souls in his inventory. If Jack already has five Blue Souls, picking up another will automatically activate it.

Present - Santa Jack 8

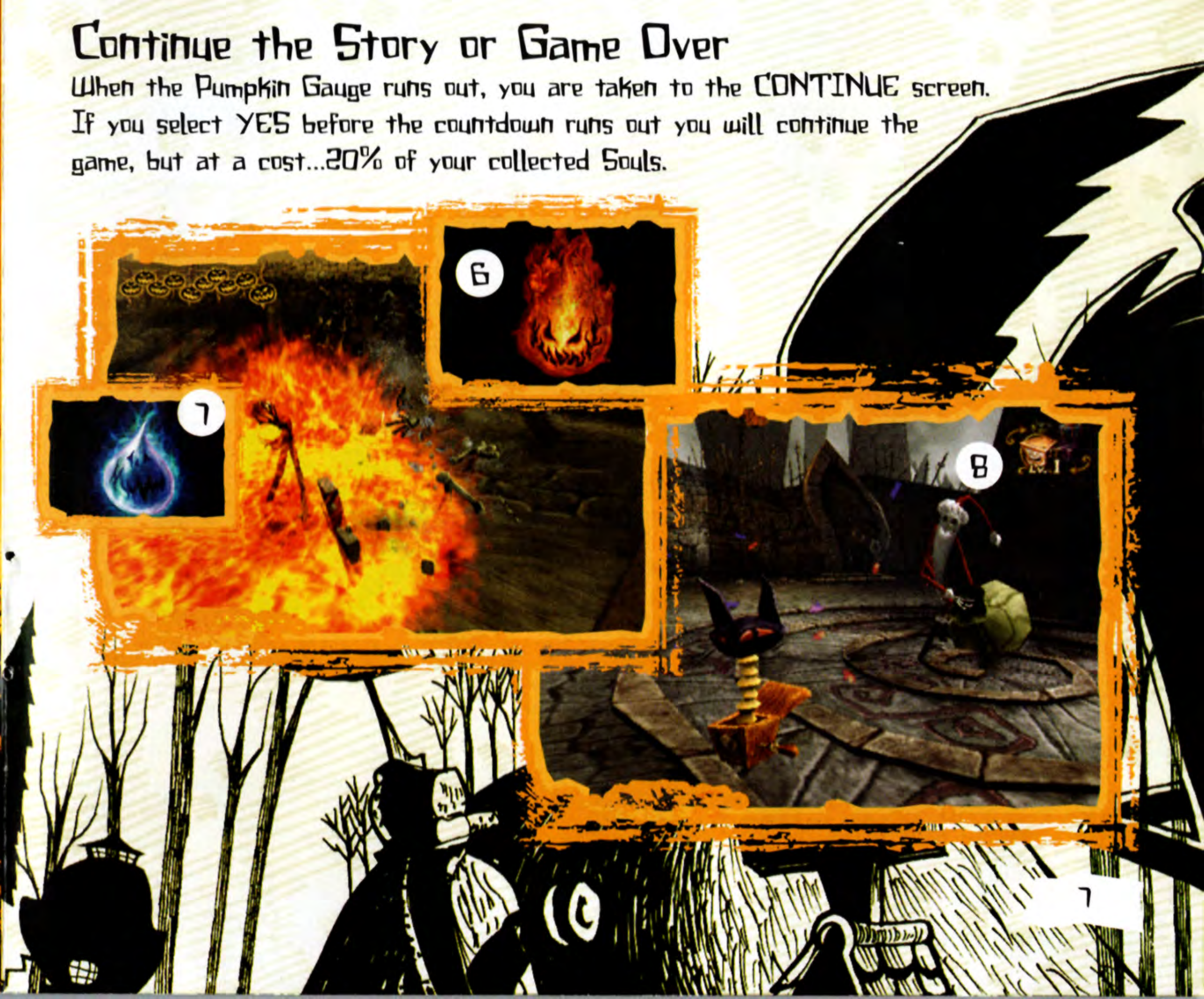
This shows the present that you are currently using. Switch presents by pressing △.

Restoring the Pumpkin Gauge

The spring in the center of Halloween Town will restore Jack's health to full strength, completely refilling the Pumpkin Gauge. By carrying water from this spring around in the Crystal Bottle, you can restore Jack's Life even when you are away from the spring. Additionally, defeated enemies will occasionally drop Green Souls. A small Green Soul will restore one pumpkin, while the large Green Soul will restore four pumpkins to the Pumpkin Gauge.

Continue the Story or Game Over

When the Pumpkin Gauge runs out, you are taken to the CONTINUE screen. If you select YES before the countdown runs out you will continue the game, but at a cost...20% of your collected Souls.



Jack's Actions

Soul Robber ●

Hit and damage a target. Press ● repeatedly for combo attacks. Charge the whip by holding the ●. You may purchase upgrades to the Soul Robber at the Witches' Shop.

Taunt an Enemy ↑↓←→

Tap Directional Pad while Jack is near an enemy and Jack will dare the enemy to attack. This angers the enemy and causes them to change form. Once defeated, the enraged enemy will leave behind more souls than in their normal state.

Soul Slam △

Smash a target onto the ground or into nearby enemies. Press △ repeatedly for maximum damage. To throw an enemy at another target, press △ to grab an enemy and then press ● to throw at the nearest target.

Soul Cycle

Hold △ to charge, and then release the button to grab the nearest enemy. Press △ repeatedly to spin the enemy around. Try hitting nearby enemies to make combos! Taunting an enemy will instantly charge the whip for this move.

Soul Spin

If enemies are closing in from all sides, you can give Jack some space or deflect incoming projectiles by performing this whip spin. Rotate the Left Analog Stick one turn and press ○. Taunting will instantly charge the whip for a more powerful spin, which will blast the enemies away from Jack.

Soul Jump

If you spot a shining Soul Point shimmering from a hook above Jack's head, get close to it and press △ to swing Jack to a new area.

You Can Change Costumes and Use Any Attack!

Once you have earned the use of a costume, you can change costumes anywhere and at anytime. Quickly switch from attacking with the Soul Robber to blasting a gang of enemies with a Fire Bomb, or throw a Cold Front present to freeze enemies in their tracks.

Pumpkin King Actions

You may purchase upgrades at the Witches Shop that will increase the number of Red Souls Jack can hold, and add to the blast range of the Fire Bomb attack.

Flame Thrower ■

Press and hold ■ to spit out a stream of flames. You can blast away enemies as long as your Red Soul counter lasts. Use the Left Analog Stick to aim.

Fire Bomb △

When used, Jack will send out a powerful ring of fire, damaging any enemy within range. Each use takes one full Red Soul.

Santa Jack Actions

- Throw a present at a target with ■! Hold the button longer to throw it farther.
- You may either let the present open on its own, or press L2 to open it sooner.
- Switch between the different presents with △.
- Buy presents and upgrades at the Witches Shop.

Scared Stiff

Temporarily stuns the target.

Re-Possession

Make enemies come out of possessed objects, or surprise enemies and make them forget their anger.

Cold Front

This present contains a blizzard of northern snow. It damages the target by freezing it.

Pumpkin Shield (Easy Mode Only)

This gift temporarily shields Jack from attacks.

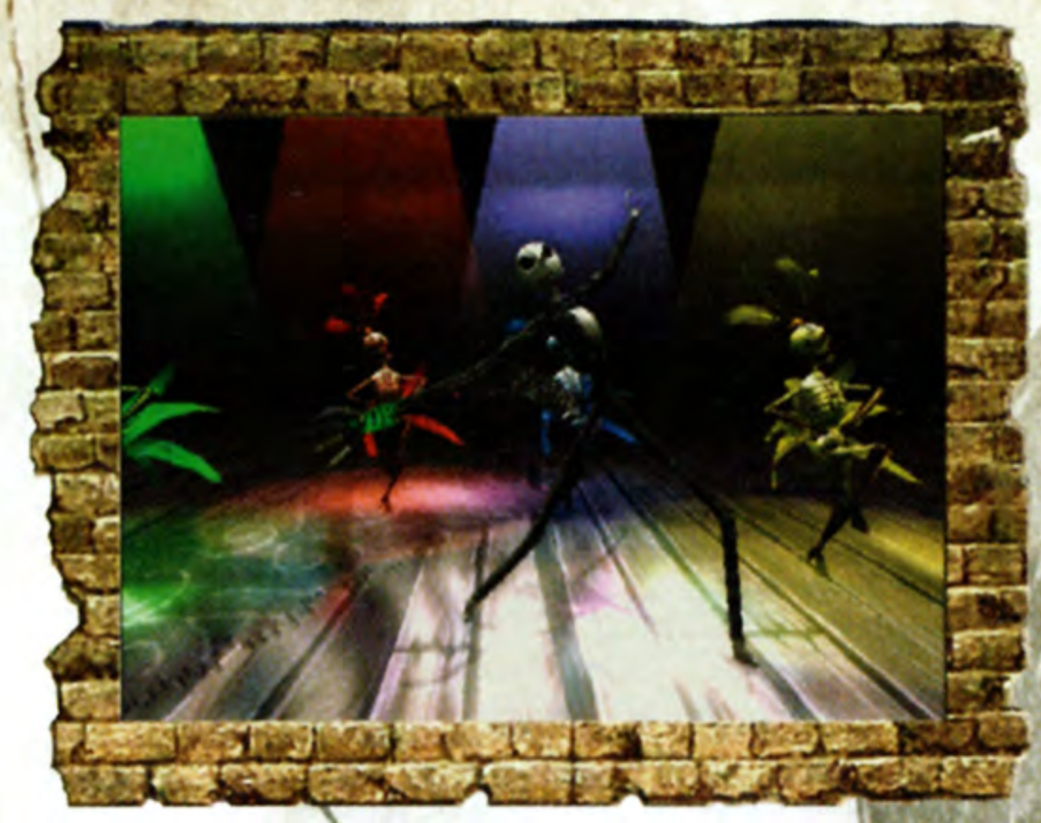
Dance Battles

Life Gauge

Dance Gauge

Enemy Life Gauge

During the boss battles, Jack can use his Dance techniques. When you attack an enemy or target, Soul Notes will fly out of it. Collect these to build up your Dance Gauge. When the gauge is full, you will enter the Dance Mode.



Dance Mode

When Jack enters Dance Mode, two markers will appear in the middle of the screen. As the characters dance and sing, buttons will fly across the screen from the left to the right. As the buttons pass between the markers, you must press the appropriate buttons on the controller. If you miss too many button presses, Jack will stop dancing before the song is over. By continuously pressing the correct buttons, you can score additional combos and !-count, which will raise Jack's Nightmare Rank.

Menu

Press START to access the menu screen. Press ⊗ to select an item and △ to return to the previous screen.

ITEM

Place the cursor on the item that you want to use or view, then press ⊗ to select the item, or □ to view the item's details.

MAP

Shows your position on the Halloween Map. Press SELECT to open the map from anywhere in the game.

INDEX

Use this to check the details for the Halloween Town characters.

OPTIONS

Lets you make changes to a variety of game settings.

EXIT

Return to the game.

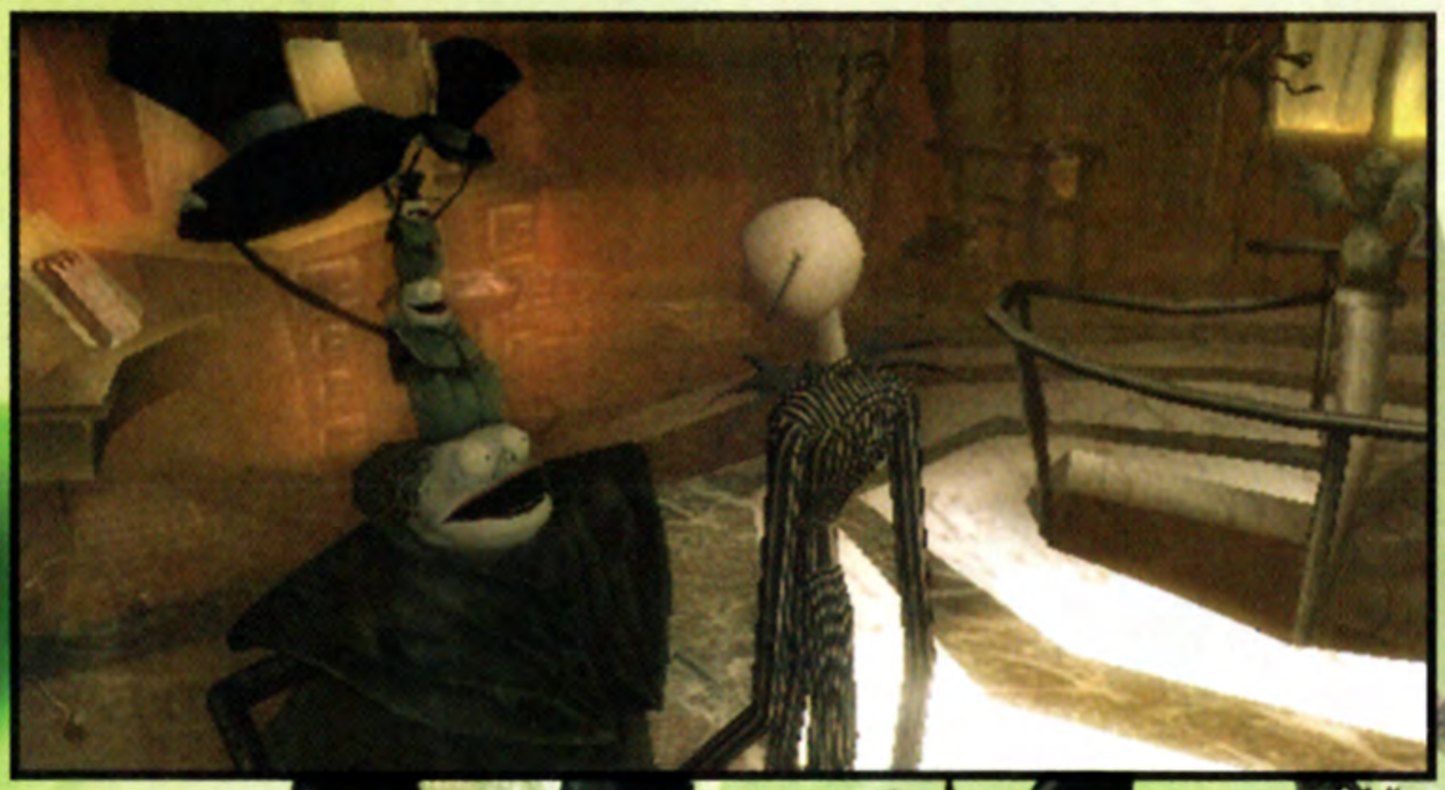
* In ACTION and INDEX, when a new item is added, the guide icon will appear in the lower left of the screen. Use the SELECT button to check it out.

Saving

The story is recorded by some strange residents of Halloween Town called the Three Mr. Hydes. The two smaller Mr. Hydes live in the larger Mr. Hyde's top hat, and they help to move the story along. When you have to leave in the middle of a story or you want to save it, talk to Mr. Hyde and he'll do it for you.

It is best to do as he tells you and save the story often.

- To save data, you will need a memory card (8MB) (for PlayStation®2) with 63 KB or more available space.
- You cannot save data using a memory card for PlayStation® or PocketStation.
- You can use MEMORY CARD slot 1 or MEMORY CARD slot 2.
- Do not turn off the MAIN POWER switch or the (ON/Standby) / RESET button or remove the memory card (8MB) (for PlayStation®2) while you are saving or reading data. You could destroy the data you are trying to save.
- You can save up to five games on one memory card (8MB) (for PlayStation®2).



Nightmare Ranking

At the end of each level, you will be given a Nightmare Rank. This is a comprehensive score, which reflects the player's ranking in terms of Time, Combos, Damage, and !-count.

!-Count

The total number of "!" collected. These are collected by taunting or startling an enemy. The more you collect, the higher your score.

Combos

Build up combos by continuously attacking enemies, or by making consecutive dance moves while in Dance Mode.

Damage

To get a good score, you will need to keep Jack out of harm's way.

Time

The faster that you complete a chapter, the better your score will be.

Jack's House

Visit Jack's house to access the game's bonus features.

Score Sheet

View your score card, broken down by chapter.

Figurine Display

View figurines that you find and earn throughout the game.

Music Player

Replay any of the unlocked music clips.

Movie Projector

Replay any of the unlocked movie clips.

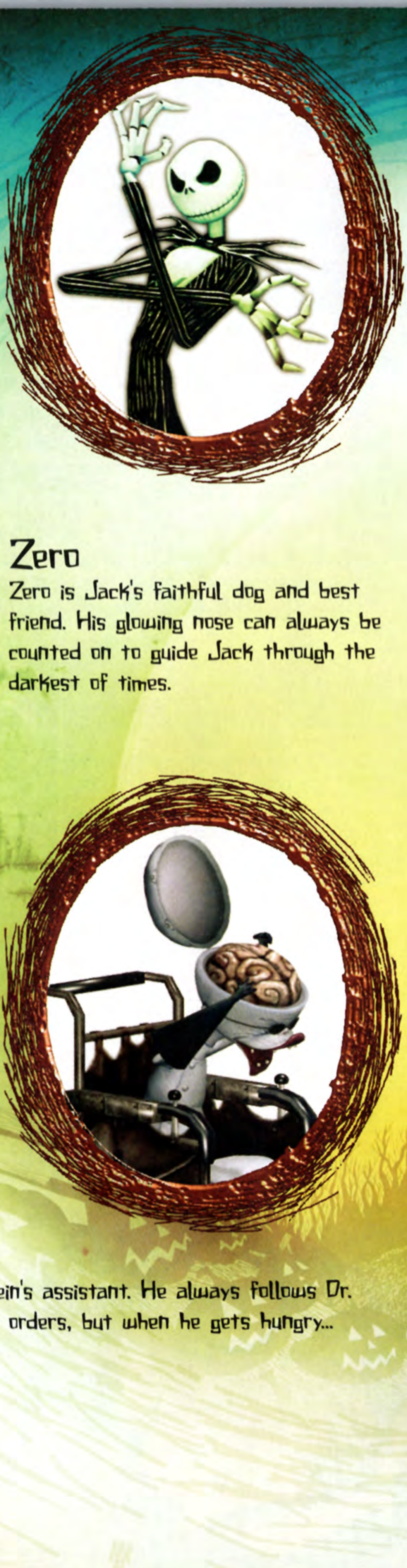
Wardrobe

When you make it all the way through the game, your combined Nightmare Ranking may earn you bonus costumes. Your average score will determine which costumes are unlocked. The higher your score, the more costumes you will earn. Once unlocked, you may change Jack's normal state costume by accessing the Wardrobe.

Characters

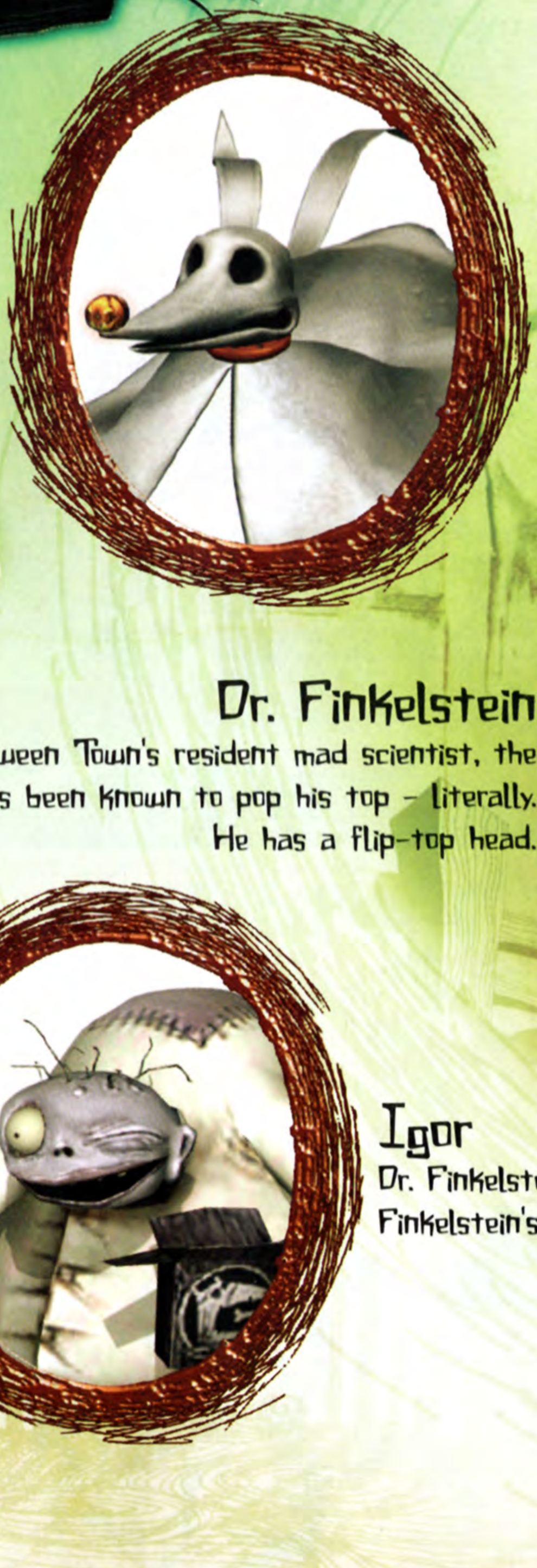
Jack Skellington

The holiday leader of Halloween Town and the Pumpkin King. His goal is to make each year's Halloween scarier and more spine-tingling than the last.



Zero

Zero is Jack's faithful dog and best friend. His glowing nose can always be counted on to guide Jack through the darkest of times.



Dr. Finkelstein

As Halloween Town's resident mad scientist, the doc has been known to pop his top – literally. He has a flip-top head.

Igor

Dr. Finkelstein's assistant. He always follows Dr. Finkelstein's orders, but when he gets hungry...

The Mayor of Halloween Town

Now some Mayors can be two-faced, but this politician has a rotating head. He turns to one face when he is pleased and one when things are not going his way, which seems to be most of the time.

Sally

This living rag doll, created by the Doctor, has sewn her way into Jack's heart.

Clown

This unicycle-riding Clown is the keeper of the main gate key. Without him, no one can leave town.

Hanging Tree

Five Hanging Men hang around on the Hanging Tree. Without them it would not be much of a hanging tree, would it?

The Vampire Brothers

These close-knit brothers guard the keys to the Mayor's house.

Corpse Kid

This kid from Halloween Town likes to test Jack with tricky questions.

Oogie Boogie

This lord of the flies, bugs, and slugs once tried to snuff out Santa and pop Jack's Pumpkin Head. Now he's back to finish the job.

Lock, Shock, and Barrel

These little pranksters storm around Halloween Town in a bathtub, doing Oogie's dirty work and leaving chaos in their wake.

Customer Support

Internet Support

To access information about Buena Vista Games programs on the World Wide Web, point your browser to www.buenavistagames.com/support. You may also email a Buena Vista Games Customer Support representative at console.support@buenavistagames.com.

Game Hints and Tips

Game hints and tips are available on the Buena Vista Games Customer Support Web Site. To access Game Hints and Tips on the World Wide Web, point your browser to www.buenavistagames.com/support. If you do not have Internet access, please send a self-addressed stamped envelope with your request to the address below.

Mailing Address

If you wish to write to us, our address is:

Buena Vista Games Customer Support
500 South Buena Vista Street
Burbank, CA 91521-8139.

Telephone Support

You may contact Buena Vista Games Customer Support at (800) 965-5145. If you need additional information, our Customer Support staff for the US and Canada is available Monday through Friday from 7:30 a.m. to 5:30 p.m. (Pacific Time).

TTY/TDD Users

Please contact us by telephone through your local relay service. Customer Support staff for TTY/TDD users is available Monday through Friday from 7:30 a.m. to 5:30 p.m. (Pacific Time). Our toll free number is (800) 965-5145.

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